

## VI.5.3D-SYSTEM-BOXDUMP PROGRAM FCST HCL TECHNIQUE BOXDUMP

### Purpose

Technique BOXDUMP sets the grid box numbers for which the hydrologic data types specified in Technique BOXDKEY are to be printed by Function MARO.

Technique BOXDKEY must be specified for Technique BOXDUMP to work.

Valid values are NO (0) and YES (1).

The Global default is NO (0).

This Technique is Universal.

There is an Argument list to be attached to BOXDUMP when the Technique value is 1. The Argument list contains from 1 to 20 grid box numbers for which the hydrologic data is to be displayed.

There are no default values for the Argument list.

Grid point data for up to 16 total grid boxes will be printed for each grid box specified.

### Form of Input

BOXDUMP(integer) grid-box-numbers

where integer is 0 or 1 specifying whether or not to activate  
BOXDUMP

### Examples

BOXDUMP(1) 26 43

Grid point hydrologic data will be displayed around grid boxes 26 and 43.